

Hit The Beach!

The Southern California ASL Club Newsletter



January 2002 Volume 7, Number 1

The President's Corner

by Brandon Liesemeyer

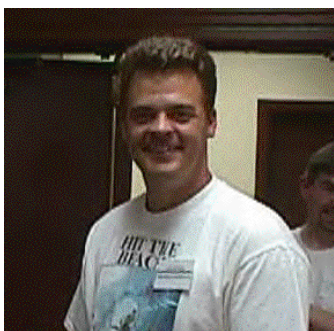
Hi all,

I haven't got a lot to say this issue. WCM is here and everything is in place. Hopefully you all have X'ed out the dates and are planning on attending! The pre-registrations are a little low at this point but they are still trickling in. And remember...January 21 is the last day for the pre-registration rates.

In some ways we are a little less ambitious this year than we were last year. We've cut out a couple of the mini tournaments and will not be taking any risk when it comes to the tee-shirts. Everything else will be pretty much the same as last year. Jim feels like we have a good system in place and the learning curve is pretty flat.

I hope you all have taken the time to invite someone from out of town to play as I asked several months ago. I feel that the more people that we expose to our club the better our club and its showcase event will become.

One more thing about the Melee...our agreement with the Embassy Suites is based on the number of room nights that we book. Basically the more nights that are booked the lower the game room cost becomes (which is the real out of pocket cost to the club). So if you stay Thursday, Friday and Saturday night that is three nights. I bring this up because every room night helps! Even if you live in LA, consider spending a night at the hotel...it really does make a difference and will help us when we negotiate with the Embassy for WCM VI, next year. When the club saves I try to pass it on to the members. You may notice that WCM is a little cheaper this year. That is thanks to a little camel trading with the Embassy Suites that resulted in some lower costs to us based on our loyalty and on the likelihood that we can bring enough people to the event to fill up their rooms!



One last thing...remember that we will be having a club meeting at the Melee on Friday where we will elect officers for next year and vote on the By-Laws.

I look forward to seeing you all.

President@socalasl.com

Marching Orders

by Matt Cicero

This is my sixth issue as editor of *HTB!* and I thought it might be worthwhile to go over a few changes I've made to our newsletter.

The biggest change is that you received this issue via e-mail rather than as hardcopy. I realize that this may be an issue with some folks. Unfortunately, producing the hardcopy newsletter was just taking too much time, effort and expense. Generating PDF files has really made everything a lot cheaper and easier with no loss in quality.

Another big change is that playtest scenarios will no longer be published in *HTB!* We've decided to handle scenario design separately, something which Matt Romey will tell you about later in this issue.

I've made some format changes to the newsletter with brighter colors, a bigger font to make things easier on the eyes and a little more organization to the article layouts. Many of the same features will be with us in 2002 and we are adding a few new ones like "Legions of WWII" to mix things up a bit.

HTB! will continue to be a quarterly newsletter. The plan going forward is to distribute current issues to active club members and then post them to the website for public consumption six months later. You'll see the past issues appearing on the newly revamped Newsletter Page of our club website soon!

The most important thing for me is that you, the readers, enjoy and support this publication. I've been lucky to have such terrific submissions these past six issues. I can't wait to see what you come up with in 2002!

I don't have enough space left to go over the contents of this issue. Let me use my last bit of room to again remind everyone that West Coast Melee V is just around the corner! Pre-registration and the special room rates at the Embassy Suites must be locked in by January 21! I'll be joining the "Early Birds" on Thursday, January 31! Just stop by the club website (socalasl.com) and download the Pre-Reg Pack or contact Jim Aikens, the Tourney Director (WCM@socalasl.com) for more info. Hope to see you there!



Editor@socalasl.com

ASL Challenge! *Defiance on Hill 30 (ASL11)*

By Matt Romey

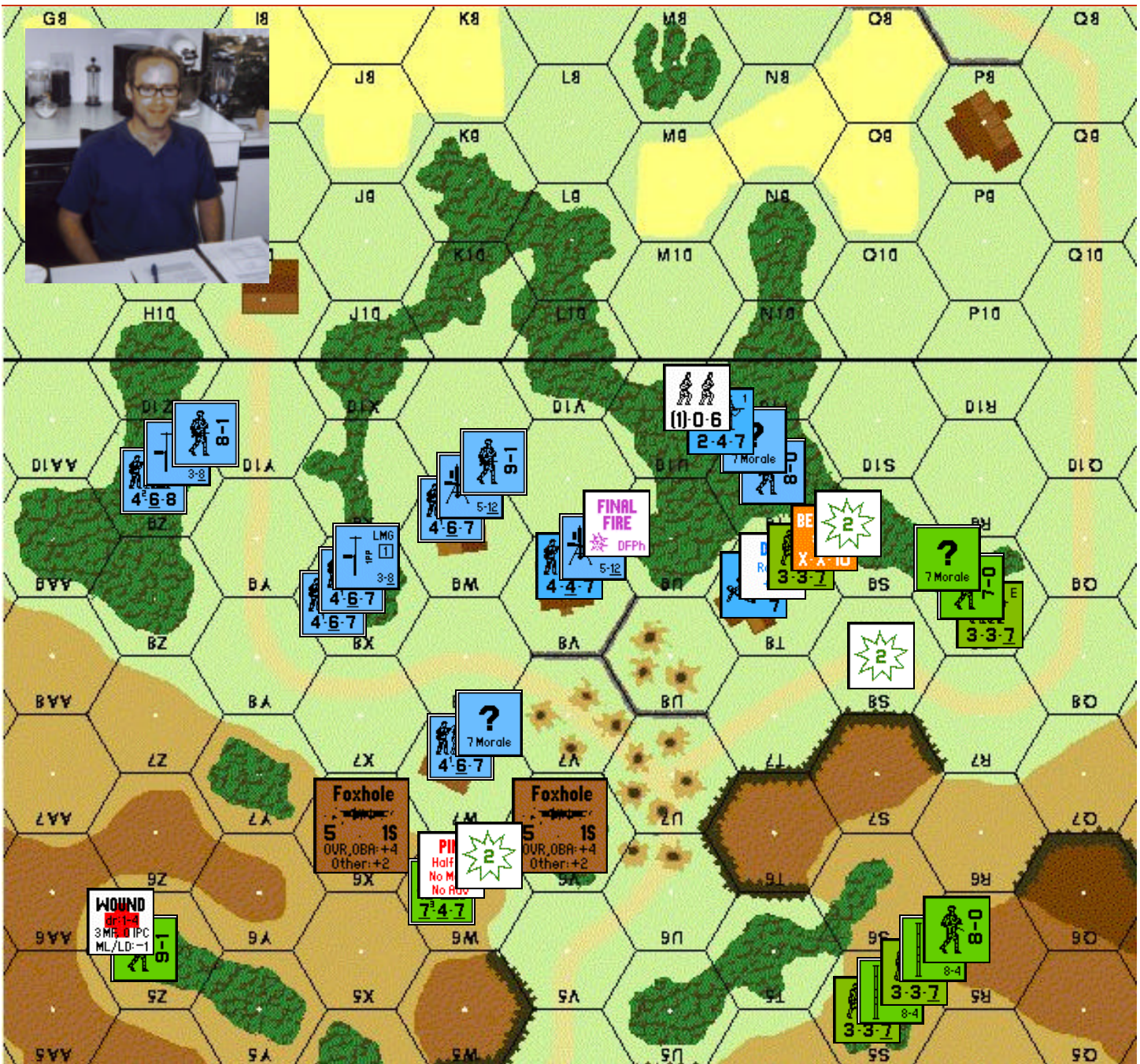
Starting Situation: It is the middle of the U.S. MPH in the last player turn of the game. So far, the berserk 337 has charged and entered the hex of the 467 in 2T8. The 467 fired on S8 and cowered then broke while FPing as the berserker entered T8. The 747 moved into 2W6 and was pinned by fire from the squad in V8, which also cowered. No other units have moved or fired.

Scenario Victory Conditions: The Germans win if they Control 2T8, 2V8, 2W9 and 2W7 at game end, or if they Control any one of them and have amassed more Casualty Victory Points than the U.S. player at game end.

Currently, the Germans have scored 4 more VP than the U.S. (counting the HS prisoner as 2 VP). The German has all 4 VC buildings.

The Challenge: What can the U.S. player do to maximize his chance of winning? What are the German options to best counter this? The American is behind the 8-ball, but he has a chance (I know, because I was the U.S. and I won!)

See Page 12 for the Answer.



LEGIONS OF WWII: The Coldstream Guards

by Scott Faulk

Division Name

Her Majesty's Coldstream Regiment of Footguards

Division Nickname

Coldstream Guards, The Coldstream, "Lilywhites"

Division Slogan

"Second to None". In formal use: "*Honi soit qui mal y pense*" (Evil be to who evil thinks)

Nationality / Date Created

British / 1650

WWII Deployments

France '39-'40 (British Expeditionary Force), North Africa '42, Italy '43-'45 and Normandy to the Baltic '44-'45

Major Engagements

Dunkirk, Sidi Barrani, Tobruk, Tunis, Salerno, Normandy, Monte Ornitto, Mount Pincon, the Rhineland

WWII Distinctions/Medals

Thirteen Honorary Distinctions (Battle Honours), 2 Victoria Crosses, 1 George Cross.

Traditions

- The Coldstream Guard, as the oldest regiment in the Royal Army, always will lead a parade by five minutes.
- A bearskin cap, once the garb of Royal Grenadiers, was adopted in 1831. It is dressed on the right side by a red eagle's plume (for officers, cock's plume for Senior NCOs and Horsehair for other ranks). The reasons are now obscure.
- The Cap Star is worn on the folded side of the bearskin cap. Consisting of an eight-pointed star enclosing a St. George's Cross. The formal regimental motto is bannered atop the emblem.
- Coldstreamers never recognize a 'retreat' bugle call.
- The Coldstream Guards are known as "The Coldstream" or "The Coldstreamers". Never as "Coldstreams".

Brief History:

Seeing it's first action at the Battle of Dunbar in 1651, the Coldstream Guards was founded a year earlier as part of Oliver Cromwell's formation of the New Model Army. Commanded by Colonel George Monck, the unit was formed by uniting two provisional foot companies into "Monck's Regiment of Foot". After the battle, Monck moved the Regiment to the town of Coldstream on the Tweed. Hence, the modern name. It was also the first Royal Regiment to be unified into service. It now stands as the oldest Regiment to continuously serve in the British Royal Army.

In WWII, The Coldstream fought in almost every major operation fielded by the British Army. Woefully underequipped, the Coldstreamers fought with the British Expeditionary Force and took part in the evacuation of Dunkirk. With two additional battalions raised (the 4th and 5th), the reinforced Coldstream fought valiantly at Sidi Barrani and at Tobruk. After numerous other desert engagements, the Coldstream was rotated out and was split

down to Battalion level. Part of the Coldstream saw action in Italy and the remainder was deployed to Northwest Europe.

In 1944, The Coldstream Guards, serving mostly as dismounted infantry to this point, were equipped with Sherman and Churchills and began serving as Armoured Battalions. After the war, The Coldstreamers turned their armor back over to the British Army and disbanded the 4th and 5th battalions in a formal ceremony before Field Marshal Bernard Montgomery. The Coldstream then served as Army of Occupation in Cologne, Germany.

Coldstreamers were awarded thirteen Royal Battle Honours as well as many numerous other foreign war medals. Two members received Victoria Crosses; one member received The George Cross.

Heroes of the Coldstream Guards

Capt. Ian Oswald Lidell, 5th Battallion, Victoria Cross Recipient.

"On **3 April 1945** near Lingen, Germany a bridge over the River Ems was covered by an enemy strong-point and prepared for demolition with 500lb. bombs. Captain Liddell, in command of a company which had been ordered to capture the bridge intact, ran forward alone and, scaling a 10ft. high road block, crossed the bridge under intense fire. In full view of the enemy he disconnected the wires at both ends and also the charges under the bridge. His task completed, he climbed on the road block and signaled to the leading platoon that the way was clear for the advance across the river." (From "The Register of the Victoria Cross")

Sgt-Mjr. Peter Harold Wright, 3rd Battallion, Victoria Cross Recipient.

"On **25 September 1943** near Salerno, Italy, a steep, wooded hill was being assaulted by the 3rd Bn. Coldstream Guards, and Company Sergeant-Major Wright's company, most of its officers killed, was held up near the crest. Sergeant-Major Wright took charge and single-handedly silenced with grenades and bayonet three Spandau posts and then led his men to consolidate the position. He then beat off a counter-attack, and disregarding the heavy fire, brought up extra ammunition." (From "Register of the Victoria Cross").

ASL Scenarios featuring the Coldstream Guards

SP4 "Point 70": The Coldstream's 3rd Battalion faces off against German Panzergrenadiers near Salerno, Italy. CSM P.H. Wright (see above) is represented by a Hero in this recreation of his valourous deeds.

SP28 "Clearing Qualberg": A mid-sized, late war, combined arms battle, it pits elements of the 4th Battalion against German Fallschirmjaegers backed by assault guns. Defending a flank during Operation Veritable, The Coldstream is assisted by Churchills, OBA and the ability to declare hand to hand!



You're In Easy Company with DYO ASL

by Robert Feinstein

The Design Your Own (DYO) aspect of ASL is incredibly fun! Nothing will get you digging through Chapter H like an epic Order of Battle (OB) purchase. Regular play of DYO scenarios insures challenging games with an enhanced “fog of war” aspect. Although some scenarios end up being mismatches, those are the exceptions. When it comes to DYO scenarios, smash-mouth ASL is the rule.

DYO and Chapter H are really very simple. But in typical ASL fashion, a couple of rules create an amazing array of possibilities – specifically, potential OBs and the myriad strategies that you and your opponent might employ. This multi-part article is intended to illustrate DYO through the creation of a unique scenario and multiple OBs. My worthy opponent (Scott Faulk) and I (Robert Feinstein) will be slugging it out in a *Band-of-Brothers*-ish scenario with a promising “violence-to-BPV” ratio. Along the way, we will illustrate the DYO purchase mechanics for several OBs.

The steps involved in agreeing to a DYO scenario are described below. Note that this is a loose interpretation of Chapter H, but provides a simple and straightforward means of creating a DYO scenario quickly. In order to illustrate these steps, our scenario will be fully dissected.

1. Agree on the “current” **historical month and year**, and what **nationalities** you will each play. Watch the History channel, then see H1.28 for default ELR values.
2. Agree upon the **BPV and Rarity Factors** for the scenario. You may also want to set a maximum BPV to be spent on infantry.
3. Next, decide if your force will be **attacking, defending, or reconnoitering**. Attacking forces have their BPV *increased* by 25%. Defending forces have their BPV *decreased* by 25%.
4. Determine the **board configuration** in whatever way best suites the scenario. You should define any terrain-related SSRs at this point.
5. Define **setup and entry areas** for defending, reconnoitering, and attacking forces as appropriate. Provide a significant buffer zone between initial onboard forces. Then agree upon a **Victory Condition** that both players think is reasonable.
6. **Purchase your OB, set up, and play!** Exchange records of your OB purchases for review after the game if you wish.

Note that steps 1 – 5 can be completed in just a few minutes. Once you and your opponent have defined these variables, you can both go away to plot truly diabolical OBs and strategies. It is highly recommended that you give each other a few days to do so.

1. Historical Month and Year, Nationalities:

If you have a particular historical action or a related scenario to base your game on, determining a reasonable date should be quite easy. You can also generate semi-random scenarios. The General article “Going All Out – Design Your Own (My Way)” (by Greg Schmittgens and Charles Kibler) provides an excellent system for generating DYO scenarios, but it is quite outdated. For example, it only includes boards 1-24. Regardless, the resulting scenarios rock 90+% of the time. I have used this article at least 50 times for scenario generation.

We decided upon a January 1945 meeting of attacking Americans and defending Germans. The action is based on an episode of HBO's *Band of Brothers*, where men of the 101st Airborne Division (including “Easy” company) were patrolling farmland with elevated roads in Holland. They encountered a significant German force in a village. Realizing that they had no safe retreat, and despite being outnumbered, the Americans attacked. Both sides utilized artillery.

2. Basic Point Value and Rarity Factors:

The BPV of a scenario determines its scope and scale. Keep in mind that squads average about 10 points, early war tanks average 40-50 points, and late war tanks (and OBA) cost 70-100+ points each. Thus, a 100-BPV scenario is quite small, while a 200-BPV scenario is tournament size, and a 1000-BPV scenario is quite large. It is highly recommended that a BPV limit on infantry be imposed by mutual agreement.

When it comes to Ordinance and Vehicular Rarity Factors (RFs), I favor scenarios where both players get equal RFs, and they are all either very low or unlimited values. The former forces you to conform to the historical realities of each nationality, both in terms of equipment and doctrine. The latter is a great way to get exotic weapons into play that you don't get to play with very often.

The BPV of our scenario is 400 points, and all RFs are unlimited. We also imposed a 200 BPV limit on infantry purchases in order to promote the purchase of fun toys and to keep the squads in play down to a manageable number.

3. Attack, Recon, or Defend:

Consider the following when determining the posture of your force. Attackers usually enter from off board. Recon units usually set up on board (and typically close to their friendly board edge), but without significant fortification. Defending units usually set up on one or more boards, with fortifications.

Our scenario pits a German Defense in a village against an American Attack. Thus, the Germans receive an OB BPV allotment of $400 - 100 (25\%) = 300$ points. The Americans receive an OB BPV allotment of $400 + 100 (25\%) = 500$ points.

4. Board Configuration:

Board configuration includes the number of map boards in play, and the identity and orientation of each board. A good rule of thumb is that you should have one board for every 500 BPV of your scenario (FRU).



The easiest way to come up with a board configuration is to confer with your opponent, and together come up with a mutually agreeable arrangement. After all, you both want the scenario to be good and close, and the victory to be earned.

Both Scott and I wanted to test out one of Tom Repetti’s custom VASL boards. With a lone terrain-related SSR, his map “TR5” (see Figure 1) fit the bill for the *Band of Brothers* episode we had in mind. Such maps (and so much more) are available at www.vasl.org. Scott and I have played VASL-by-email twice already, and I highly recommend it. As previous newsletter articles have testified, email VASL is great. Plus, there are some very cool boards that are available for VASL only.

We agreed upon using board TR5 alone, with North being up. This board was designed with bocage country in mind, but we wanted Holland. So by mutual agreement we instituted a terrain-related SSR stating that all Sunken Roads became Elevated Roads (see B4-5). This changes the tactical situation completely by forcing the Americans to scurry over OG road hexes.

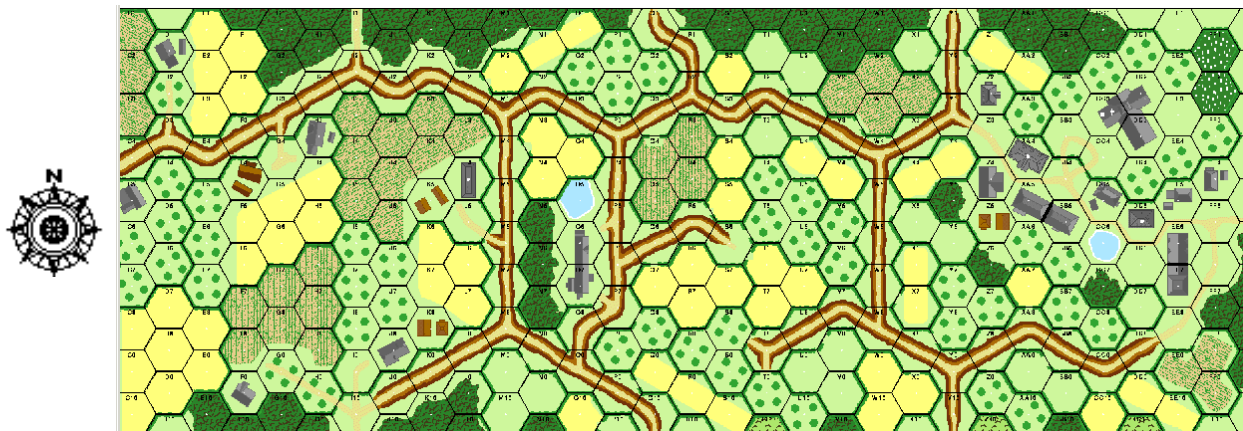


Figure 1. – Board TR5, VASL global view.

5. Setup and Entry Areas, Victory Conditions:

You and your opponent should by now have a clear picture of the tactical situation you are trying to simulate in your DYO scenario. Coming up with appropriate setup and/or entry areas and VC should be easy. Keep in mind that the farther apart you start, the more “fog of war” you can maintain since more units can start concealed. I recommend VC that involve points, since the outcome of the scenario is semi-quantitative, which facilitates play balancing.

Scott and I agreed that taking the easterly village was the main objective of our scenario. Normally the attacking force would enter from off-board. However, the length and complex terrain of board TR5 would make an American off-board entry a long and arduous process. Thus, we allowed the attacking Americans to be set up on board. Through mutual agreement, we decided that Germans set up first, adjacent-to/on/east-of the Y1-Y3-W4-W8-Y9-Y10 road. Americans set up second, >16 hexes west of any German unit. The VC are that the side controlling the most building locations east of the Y1-Y10 road wins. There are 27 such locations.

6. Order of Battle purchases:

The mechanics of purchasing an OB are pretty simple once you are comfortable with the peculiarities of each step. The order in which you purchase aspects of your OB is defined in Chapter H. Simply stated, the order in which you should purchase your units is:

1. Infantry and SAN (H1.2)
2. Ordnance (H1.3)
3. Vehicles (H1.4)
4. OBA (H1.5)
5. Fortifications (H1.6)

When both you and your opponent have finished these purchases, you tell each what your ELR is (see H1.28 and A1.23 for ELR). The side with the lower ELR may then get Bonus Infantry (H1.71). You can often count on receiving Bonus Infantry, and should take those additional squads into consideration while planning an OB.

Leaders (H1.8) and SW (H1.83) are allocated based on the number of squad equivalents in your OB. As a result, designing a great OB requires attention to detail in regards to how many squad equivalents you will end up with. Note that elite squads each count 4/3, while conscript squads count 2/3 each.

Two Examples

To illustrate these points, two OBs are purchased below. The first OB is a **defending German force**, which will illustrate Infantry, Ordnance and Fortification purchases, plus Bonus Infantry. The second OB is an **attacking American force**, which will illustrate OBA and Air Support. Both OBs will illustrate leader and SW allotment.

In our case (January 1945), the Germans will have an ELR of 2, while the Americans will have a default ELR of 4. Thus, according to H1.71 the Germans will receive 4 more 4-6-8 squads as Bonus Infantry. However, in our case, the American player indicates that his

ELR is 5 (see purchase below), thereby entitling the German player to 6 additional 4-6-8 squads, for a total of $12 + 6 = 18 \times 4\text{-}6\text{-}8$ squads, or $18 \times 4/3 = 24$ squad equivalents.

The German Leader Generation number is 4.0, so the German will receive $24 / 4 = 6.0$ leaders. The German player constructs a pyramid of leaders, with 8-0's as the base, as shown in Figure 2. This results in the German OB receiving 3 x 8-0, 2 x 8-1, and 1 x 9-1. At this point, Chapter H provides for a Leader Exchange DR (H1.82). This is a *seriously bad idea*, and should be skipped.

German Order of Battle Purchase (300 points)

Units	Point Value	Comments
12 x 4-6-8	$12 \times (13+3) = 192$	Infantry BPV is increased by 3 in 1945 due to PF range of 3.
1 x 2-2-8	$1 \times 8 = 8$	Extra crew, does not contribute to OB squad equivalents.
PaK 43/41 88LL AT Gun	$1 \times 50 = 50$	Crew is included.
20L{20} AA Gun	$1 \times 46 = 46$	Crew is included.
4 x Foxholes	$4 \times 1 = 4$	
OB Total	300	Not including Bonus Infantry.

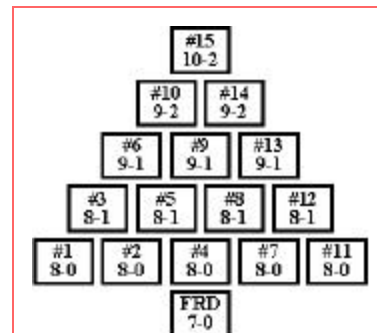
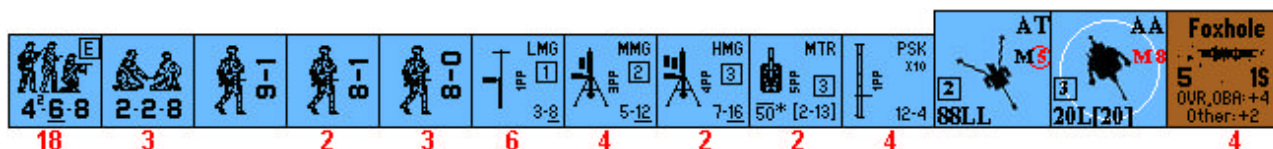


Figure 2. Leaders are allotted to OBs in the order depicted above. Any fraction remaining after dividing the OB's squad equivalents is exchanged for a 7-0 leader.

The SW allotment for this 24 squad-equivalent OB is determined using the 44-45 row of the H1.83 German-Finnish SW Allotment Chart. This results in the German receiving 6 x LMG, 4 x MMG, 1 x HMG, 2 x Lt.Mtr., and 4 x PSK.

Thus, our final OB is:



The American OB's majority squad type is 7-4-7s, so the OB's ELR is 5 instead of 4. This OB illustrates a few special arrangements that can be made when purchasing your force. First, although the specific module of OBA available is determined with a DR, you can opt to pay more or less for plentiful or scarce ammo, and/or buy a pre-registered hex.

American Order of Battle Purchase (500 points)

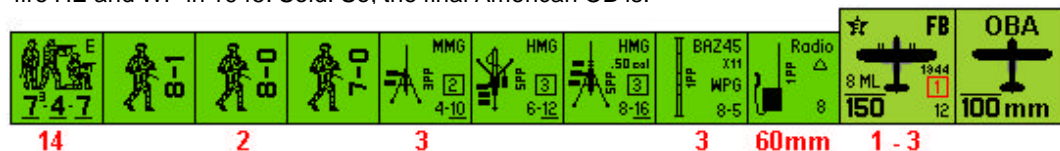
Units	Point Value	Comments
14 x 7-4-7	$14 \times 14 = 196$	Underlined moral = ELR 5.
SAN 3	$1 \times 10 = 10$	10 points per +1 to SAN.
OBA – 100 mm HE/ SMOKE Scarce Ammo	$1 \times 119 = 119$	Must roll on H1.5 table.
OBA Observation Plane	$1 \times 25 = 25$	Must also purchase Air Support.
Air Support	$1 \times 150 = 150$	See E7.6
OB Total	500	

Air Support is great fun, and for the allies in 1944-45, it can lay down some serious pain. Although 150 points is a lot to pay, there is an additional benefit. If you buy Air Support, you may then purchase an Aerial Observer for an OBA module. Only Heavy AA (like the German IFE-capable 20L {20} AA Gun) can bring down an Aerial Observer.

This American OB has $14 \times 4/3 = 18.67$ squad equivalents. The American Leader Generation number is 5.5, so they are entitled to 3.4 leaders.

The 0.4 becomes a 7-0, and the 3 other leaders are an 8-1 and 2 x 8-0. The U.S. Army SW Allotment Chart (on ASLRB V1 page H45) indicates that 18 squad equivalents in 1944-45 are granted the following SW: 3 x MMG, 1 x HMG, 1 x .50 cal HMG, 3 x M2 Lt.Mtr., and 3 BAZ45.

It is always important to read the details of each unit type in your OB. Chapter H is not only good reading, there are great opportunities in there as well. For example, U.S. Ordnance Note 1 explains that 3 x M2 Lt.Mtr. can be exchanged for a 4 FP OBA module that can fire HE and WP in 1945. Sold! So, the final American OB is:

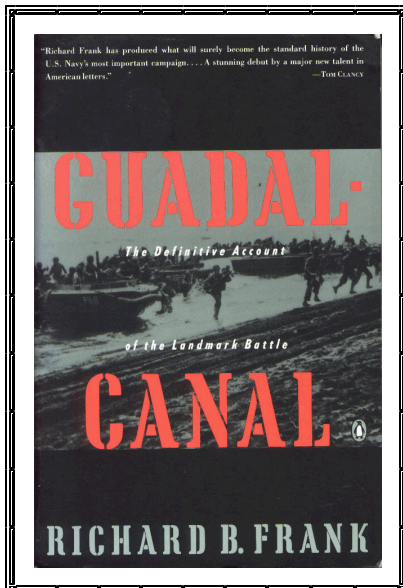


Well, there you have it! In our next article, we will reveal the actual OBs that Scott and I threw at each other. In the meantime, we hope that you will try DY0 and discover an entirely new and rewarding aspect of this game we call ASL.

Book Review: Guadalcanal: The Definitive Account of the Landmark Battle

by Matt Cicero

Wow. Glancing through this hefty 800-page tome at the bookstore, I could only stare foolishly while a smile slowly crept up my face. This book looked and ultimately turned out to be just plain incredible. Richard Frank spent 3 years researching and writing Guadalcanal and I spent the next 7 days reading it!



ISBN: 0 14 01.6561 4 (pbk.)

So let's go over the basics. The book contains 24 Chapters and 4 Appendices including: 1) Forces Arrayed For The Landing; 2) Order Of Battle For the 17th Army (at Landing and 20th Nov); 3) Allied Naval Casualties; 4) Losses Of Principal Aircraft Types. It also includes Frank's exhaustive notes on the sources and logic he uses to make conclusions throughout the book (indexed as footnotes in the text).

The book is based on Frank's extensive research into U.S. archives and military sources. What makes it even more compelling is his understanding of the

Japanese, based largely on translations of the Japanese Self Defense Agency history volumes pertaining to this operational theater. The two viewpoints allowed Frank to piece together every activity of each side from the preparations in July of 1942 through the Marine landing on August 7 to the end of Japanese resistance on Guadalcanal in February of 1943. He completes the book with maps to illustrate the movement of ships and troops during engagements and a nice selection of photos that show some of the key figures, places and actions.

The book covers all land, sea and air operations near Guadalcanal as well as the strategic planning and decision making that set the stage and drove the activities in the conflict. Every battle is detailed using maps, anecdotes and the listing of forces involved as well as losses incurred. Frank explains the differing doctrines that drove the two sides and the impact of weapons technology on the conflict. The leadership on each side comes to life as we meet these leaders from Generals to ship captains to ace fighter pilots to the leaders of the ground forces. Given the criticality of logistics in the Guadalcanal campaign, Frank spends an appropriate amount of time detailing the many efforts to resupply and reinforce the combatants.

I can't stress enough how thoroughly Frank details this seminal campaign in the Pacific. The reader learns about the impact of Europe's fortunes on the Pacific's supplies and strategy. He discusses the effect the Battle of Midway had on the planning of both sides. He covers the impact of specific personalities on the tactical situation...from Vice Admiral Robert L. Ghormley's tentativeness, aloofness and pessimism to the internecine fighting between the Army and Navy Sections of the Imperial General Headquarters. You'll meet countless individuals, some heroic,

some just trying to do their job and some who do not survive the test of battle.

Frank's coverage of the training, equipment and doctrines of the combatants is especially insightful. You'll read about the formation of the 1st Marine Division under Major General Alexander Archer Vandergrift. You'll also learn about the Tokyo Express, the Cactus Air Force, the coast watchers, Long Lance torpedoes, naval night fighting and the various aircraft types and their capabilities.

His portrayal of the environment in which battle took place is vivid...from the lack of supplies to the horrendous debilitation from malaria and heat, to the weather's impact on naval operations. His descriptions of the battles themselves are eye opening. You'll learn about Savo Island, Gavutu-Tanambogo, Tulagi, the Gifu, Henderson Field, Alligator Creek, Louie the Louse, Gung Ho, Operation "KE" and Edson's Ridge. I couldn't help but feel like a silent giant peering down on a 3-D board game with swirling fighters, blazing naval gun and hails of bullets as Frank describes each action, each day's combat. It's intense.

EDSON'S RIDGE



A number of excellent works have been created about Guadalcanal. In fact, Frank reflects on Guadalcanal as it has been presented in book and film from Guadalcanal Diary to The Thin Red Line. However, Frank's work stands head and shoulders above the rest. With the new Guadalcanal module out from MMP, I highly recommend that all you fanatics of the PTO get out there and pick up this book.

Words That Echo...

"The Tokyo Express no longer has a terminus on Guadalcanal."

Major General Alexander M. Patch
Feb 9, 1943

Sun Tzu and the Art of ASL, Part I

By Jim Aikens

Like most ASL players, I am a life-long student of military history. As such, I have read (or in some cases, forced myself to read) Clausewitz' On War, Rommel's Infantry Attacks, Hart's The Indirect Approach, and many other books on military theory. By far the best, however, is the oldest known treatise on the subject, The Art of War by Sun Tzu. Written in China around 500 BC, its first translation did not appear in the west until 1775. Many historians believe it was read by the young Napoleon Bonaparte.

Although the book deals largely with the conduct and execution of war, there is a significant amount of tactical theory that can also be gleaned from it, and it is Sun Tzu's lessons on tactics that are of the most use to us as ASL players. In this article, I have selected a few of my favorites, and present them here with my thoughts on what Sun Tzu is trying to tell us ASL players.

Lesson 1: "The supreme art of war is to subdue the enemy without fighting."

If The Art of War has one rule that is first above all others...this is it. How does this adage apply to ASL? Simple. Sun Tzu is talking about the principle of force preservation. When I'm looking at scenario VCs I try to hatch some type of master plan. As the attacker, I look at my final goal, then step backward from there. For instance: "To win this scenario, I need to take building Z. Ok, in order to do that, I'll need to take buildings X and Y first. And in order to do that, I'll need to control the woods around hex D4, which my opponent has heavily guarded." So then I ask myself, "How can I move so as to make it not worth his while to hang on to those woods?" In ASL terms, I'll ask myself, "How can I take this position without Prep Firing my units and without sustaining unacceptable losses?" As the attacker, such methods might include the use of SMOKE, deployment, dummy stacks and flanking maneuvers by AFVs to put enemy units in such a position that if the defender chooses to stay in this position, he will lose the ability to rout and ultimately see his force destroyed. That's not to say that a frontal assault is never an option, especially late in a game when it may be the only viable choice. The point Sun

Tzu is trying to make is that frontal assaults should be at the very bottom of your tactical tool bag. Make your plan, maneuver your opponent and save your forces until the critical moment.

Lesson 2: "Thus, what is of extreme importance in war is to attack the enemy's strategy."

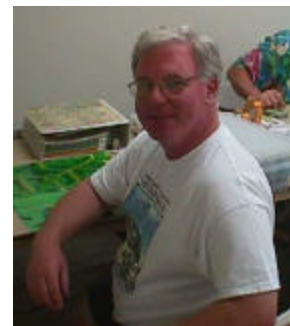
Here, I think is the second most important concept Sun Tzu communicates to us and it extends the logic of the previous concept. For example, if I am defending in a scenario, the first thing I do when I set up is sit on my opponent's side of the board. I want to see what he sees. Then I ask, "If I were him, how would I attack?" Then I devise a strategy/set up that would be the most effective against that attack. If his attack is centered on certain key units, such as unopposed armor, I determine how best to take out those AFVs and disrupt his plan. If I get a feel for the kind of pace my opponent's attack would have to maintain, I think about how I could disrupt that pace. If I can figure out his route of attack, I prepare my defense to withstand him strongly along that route. In all cases, you are finding ways to attack your opponent's plan...his strategy. Warfare boils down to a battle for the initiative. In an ASL scenario, the attacker starts with the initiative due to the nature of the game. It is up to the defender to take it away from him. Without the initiative, the attacker has lost. Thus, as players, we want to attack our opponent's strategy, either to retain the initiative as the attacker or to steal it if we're the defender. Note that as the attacker, the best way to retain the initiative is to preserve your force and outmaneuver your enemy, which brings us back in a circle to the previous Lesson. Ah, the elegant logic of the Chinese Master!

Lesson 3: "The next best thing is to disrupt his alliances."

Ok, here we need to read a little into the statement. Instead of alliances, think force components. Often a scenario calls for the defender to cover more than one avenue of approach. Frequently that requires him to break his force into several parts, hopefully positioned to be mutually supporting. As the attacker, when I see a defense of this nature, I'm apt to split off a small portion of my force to interdict the defender's ability to redeploy as the battle develops. Maybe lay down some low-FP fire lanes in the gaps between cover, and make him pay for concentrating his forces against my main line of attack. In defense, I might try to disrupt one component of his force. That might be, in the case of a multi-directional attack, delaying one of the attacking columns. Or if the attacker has infantry, AFVs and OBA, to disrupt the coordination of these assets, such as laying fire lanes or concentrating fire to break his infantry away from his supporting tanks, or maintaining concealment and thus hiding valid targets from his OBA spotter. Whether you are breaking his forces into smaller groups or separating mutually supporting assets in his force, the effect of such disruption is the weakening of the enemy's position.

Conclusions.

As you can see, there's a certain beauty and elegance to Sun Tzu's logic. It flows from theory to theory, with each point building on the previous one, and also supporting it. This article was written to encourage you, from a theoretical standpoint, to think 'outside the box'. I hope these principles are as useful to you as they have been to me.



OUCH!



Snipers are the usual villains in these articles as they tend to wipe leaders off mapboards with uncanny regularity. Not so in our current game of The Last Bid. 'Twas a simple small arms attack that generated the MC against the Russian 10-2 on Russian Turn 1 which generated the HOB result which created the berserking 10-2 which caused the broken 458 manning the .50cal HMG to go berserk who then joined the 10-2 as it ran into the German 10-2's LOS which then led a firegroup that fired a 30-4 shot with an original roll of 6 which generated a 4KIA which killed the poor 10-2 and 458 and left the .50cal unpossessed on the floor of the 2nd Level of the Commissar's House.

-Matt Cicero

What's This I Hear About a Playtest Group?

By Matt Romey

The SoCal ASL Club is changing in 2002. The higher-ups of the club have been talking off-line about designing scenarios. We've decided it would be a Neat Thing from now on to gather up scenario designs, playtest the kinks out of them and stack them up for release at our annual tournament, West Coast Melee. In the past we had always included scenarios in various states of playtest in our newsletter. Unfortunately, these designs were often out of the envelope, scanned over, judged with a "that's cool" and then added to the "maybe I'll play it sometime" pile.

From now on, we'll be keeping our scenario design efforts separated from the newsletter. We are shooting for an annual release with the first product scheduled for West Coast Melee VI in 2003. To support our design and playtest efforts, there will be a Playtest Corner on the SoCal website (Paul says soon) that will allow members of the Playtest Group to submit AARs and comments about playtest scenarios. The distribution of the scenarios, Q&A, etc. will be managed through our newly established playtesting mail group. I have volunteered to be the club's very first Playtest Coordinator and get things organized.

We hope that this will establish a new "meaning of life" for the scenario designs that find their way around the club. We have a strong Playtest Group and their enthusiasm and dedication will ensure some great scenarios get polished up. We also hope that the club as a whole will feel a bit more enthusiasm for playtesting. And heck, a scenario pack at WCM each year wouldn't hurt our profile as a club, especially if a scenario or three gets picked up by MMP!

So How Do I Submit Something?

The call is out for wanna-be scenario designers to send in their scenarios. The plan is to polish up one or two scenarios each quarter. Got an action that you've been interested in for years? Design a scenario and send it in! Don't be afraid. There are many people in this club with years of experience in scenario design and development...and we've already chained them to the benches in the Playtest Corner! They can help to guide your design in the right direction. Remember, this can't get off the ground if we don't have submissions!

So, what is a playtest scenario? Well, it depends on whom you ask. I'll give my opinions...take them for what their worth.

Some guidelines:

- A playtest scenario needs to be more than just a draft, but does not have to be a finished, perfectly-balanced scenario. Considering that this is a project among friends, the bar is not as high as it would be to submit to, say, MMP.
- Original scenarios only, please. Reprints are fun for club distribution, but for general ASL community consumption it would be a no-no to reprint someone's previous work.
- Great graphics are not a prerequisite. A simple text file does the job (and would be preferred), so don't be shy if you don't have a nifty looking scenario card with counter depictions, maps, etc.
- Check for grammar and spelling; have someone proof it if necessary.
- Phrase all SSR and VC in ASL parlance.
- Set up the boards and counters as written, to check that you

wrote it down correctly. Better yet, have a pair of fresh eyes do it for you.

- Be complete! Include SAN, ELR, BI, and EC information.
- Try to work on a nice History and Aftermath section. This can be laborious, I know, but a well-written description of the battle makes a big impression on the reader and speaks volumes about scenario quality. A poorly written one does too!
- Try as much as possible to correctly identify the military units involved. This isn't a big deal to me personally, but it is very important to some players, and I don't have the motivation to look it up for you.
- If possible, I highly recommend that you play the scenario through at least once against a live opponent. If you don't, you might find 8 guys playtesting the same scenario, all reporting the exact same major defect. This is a wasteful use of playtesters' time.

Some nice to haves:

- Tourney-sized scenarios. Personally I like bigger scenarios but tourney is what most players want these days. Don't let that discourage you from submitting a big one though we want to kind of lean in the tourney direction.
- Variety is a plus! PTO. DTO. Night. Airdrops. Whatever! Anything but a bunch of Bulge scenarios! :-)
- A beginner scenario or two might be good.
- Anything novel you can think of. Have I emphasized this point enough, yet?

Playtesting:

Scenarios can be played by anybody in the club, of any and all skill levels. When playtesting scenarios it is always a good idea to get a mix of experience levels so that the final product can appeal to all players. Players should report to me the results of their game, along with their opinions on balance, fun factor, order of battle, VC, SSRs, or whatever else you think is important. Remember that saying what you liked about a scenario is as important as saying what needs to be changed.

One last issue is how to communicate all this to each other. As I mentioned before, the playtest mail group will allow for commentary, Q&A, scenario distribution, etc. I'll manage version control so there is no confusion about updates. AARs can be posted through the SoCal website once the Playtest Corner is up and running...but for now, just send in that info to me directly. That reminds me...the Playtest Corner and the playtest mail list are not going to be public. If you want to get involved, just let me know! We have already had a few good discussions going on the mail list, so drop me a note if you wish to join us! Believe me, the more minds we get in on this project the better!

Thanks guys! Send those scenarios in to me at:

matt.romey@terumomedical.com

and let's get this thing going!



Roll Call ! ...Brandon Liesemeyer!

HTBI: Where are you from?

BL: I was born in Nuremberg Germany and moved to California before I was two.

HTBI: Any military experience?

BL: Yes, 13 years in the Navy. I was what they call an Aircrewman; I flew in all types of planes totaling over 3000 flight hours.

HTBI: What got you started with ASL? When?

BL: Well in the early days of dating Nancy (in 1997) we were at some point talking about her friends. In the process of describing one of them, she explained how he plays this game for hours and travels the country to tournaments. I replied something like hmmm seems interesting. A few weeks later I met him and...

HTBI: How did you learn the game?

BL: Robert Feinstein (the unnamed "him" above) taught me pretty much A-G. We played like maniacs for two years twice a week. But in fact I'm still learning the game, or re-remembering.

HTBI: Why do you like ASL over other games/forms of entertainment?

BL: Detail and human interaction. I enjoy computer games very much but once I've figured out what the AI keys on they become too easy. Then it becomes "lets see if I can destroy the entire computer OB without taking a single casualty." Not very real or fun. I completely love the unpredictability of a human being. The whole Kirk vs. Spock thing.

HTBI: How was it being President of the Club?

BL: It had its highs and lows. Having a one day tourney come together, seeing the guys having a blast is great. Having the responsibility of seeing that the club goes in the right direction is great (at least I think it's the right direction). On the down side sometimes I'd feel unappreciated or at least persons would not respect the time that I'd put into something. Nothing like putting on a one day and having no one say hey nice job thanks or they bitch about this and that. Overall, it has been a great experience and I'm happy that I had the trust and chance to do it.

HTBI: How do you like to play ASL? FtF, Tourneys, VASL...

BL: FTF. There are 75+ players in the area...why would you play any other way? I spend too much time in front of the computer already! Like I said above...human interaction. I do like tourneys; I think I've missed only one Club tourney in four years. They can be a little intense for me and I forget to have fun. If you see me like this at a tourney, remind me to have fun! Just don't do it after I box my MA or I may punch you between the eyes. ;)

HTBI: Do you like to play Fast? Slow? Medium?

BL: I like to play fast but don't mind going slowly as long as it's for a reason (new player, complicated end game, I just cornered your AFV). But when advancing the conscript half-squad takes twenty minutes...I may lose it.

HTBI: Do you have any pet peeves about players?

1. Bad breath...if I offer you a mint during our game, don't read anything into it, just take the mint.
2. Whining...everyone does it. Just try and keep it to a minimum. A good rule of thumb; once the phase is over don't bring it up again. Unless it's one of those glacial 1 hour MPh. Then you have about 5 minutes.

HTBI: How often do you get to play?

BL: I would say I average once per week, although right now a little more, due to my work situation.

HTBI: Let's talk about some of your favorites in ASL...

Favorite Vehicle?

Depends. Attacking...a Sherman...I'm not sure of the designation...

the one with 15MP, the white box 75, circle 11 armor and good smoke, WP, sM numbers. Problem is, you don't often get them in the number/ratio that they actually saw in combat. Defending...I think it's the Jdpz IV...the one with the 75LL, 14 front armor, small target. If the damn thing only had a CMG.

Favorite nationality?

Americans. Any dumb ass can attack and defend with 8 morale... try it with 6! If you really want a challenge, try Italians.

Favorite troop type?

747s Attacking and 666s Defending.

Favorite theater of war?

Any theater...I really don't have a preference but I do like early war (pre '43).

Favorite Tactical Situation? Why?

Combined arms fighting withdrawal. Perhaps the hardest thing to do well. I'm a sucker for a bridge crossing, though. Every WCM I get roped into being the attacker in one of these. I think I have a 10% success rate...it is very hard to do well.

Favorite Scenarios? Ok, list your Dogs, too...

Favorites: "Acts of Defiance" (A68) and "Hill 253.5" (T7).

Dog: "Breakout" (AD6) I played this one against Robert and there was some way that he had setup/moved so that he could exit and win on turn two and there was nothing I could do. It was stupid.

Favorite product produced to date? Why?

Beyond Valor. The anticipation of punching all those counters when I was just getting into the game...it was awesome.

HTBI: What do you think about DYO? Ever tried it?

BL: Not for me. Yea, I tried it a few times. I like the limited DYO stuff we did at this year's one-day much better.

HTBI: CG versus one-shot games...any preference? Why?

BL: One shot games but larger scenarios. CG are just too long. Our ABTF CG is going on 18 months now and I haven't played in the last 4 (due to work) but when I left we were all kind of sick of looking at the map and our counters, pondering the same situation. About half way through I was thinking to myself "wouldn't it be cool if we switched sides every other night!" I mean, 18 months on defense!

HTBI: Best ASL experience...

BL: Winning my first one-day tourney at ASLOK, I played for 22 straight hours. I was mental when I finished; saw hexagons in my sleep. I got up three hours later and played all day again.

HTBI: Worst ASL experience...

BL: Having someone cheat against me. It happened several times during the same game, I should have just quit but it was at a tourney so... I played on. I won in the end, didn't even shake his hand just got up and walked away. Needless to say I'll never play him again!

HTBI: What Would You Like To Try Next?

BL: I'd really like to play a CG with Robert Feinstein, Eric Johnson and Jim Aikens. That would be a great time, maybe when we all retire.

HTBI: How could the game be better?

BL: If there was a chip that I could implant in my skull so I'd remember all the rules.

HTBI: Top 4 things You'd Recommend To A Grognard?

1. If you're having a bad day, read the spuddies on Repetti's site.
2. Read the Rules, don't make them up.
3. Play as fast as you can.
4. Play different people. Go meet them, invite them over, whatever. Diversity is good and will make you a better player.

HTBI: Any Final Comments?

BL: Don't blame your inadequacies as a player on two inanimate cubes.



Website Update

By Paul Simonsen

Thanks to everyone who participated in the Best of the Year Vote. socalasl.com was listed in the Top Web Pages listing and was ranked the Number 2 club web-site (very cool!!)

Just a quick update regarding our web-site. The Scenario Information is now completely online. We have the Chronology of War data, the ROAR stats, our Club stats and links to the submitted AARs all on a single web page. To make it even better, I have opened up the Scenario Information to be modified online. That means if you find a scenario that is missing information or want to create a new one, feel free to create it or update it. You can create new scenarios in the Scenario Info link. To modify an existing scenario, just view any scenario and click on the Modify Scenario link on the top or bottom of the screen.

Some of the projects I am currently working on include updating the Main Page, updating the newsletter page and creating a Playtesting Corner section. So, keep checking back to see the changes. And, as always, send me requests, fixes or changes you would like to see.



Scenario Cheat Sheet

By Matt Cicero

Enclosed with this newsletter is the Cheat Sheet for Khamsin (ASL37).

Once again I have fashioned a play aid that combines the basic statistics of vehicles and guns, their special notes and any special influences caused by the scenario...SSRs, the date, etc. Take a look and let me know what you think! And please send me a note if you find an error! -ed.

Challenge Cup Standings as of January 12, 2002

Only Active Members are Listed. Highlighted Members have qualified already.
Gonzo: 5/win, 1/loss, 3/tie (each). Finesse: based on how difficult a record is to achieve.

Member Name	Wins	Losses	Draws	Gonzo Points	Gonzo Rank	Finesse Points	Finesse Rank
Matthew Cicero	19	6	0	101	1	29.78	2
Robert Feinstein	19	2	0	97	2	1667.65	1
Brandon Liesemeyer	12	5	0	65	3	4.02	3
Ron Mosher	11	5	0	60	4	2.93	4
Bryan Earll	9	9	0	54	5	1	5
Scott Faulk	8	13	0	53	NA	-1.78	NA
Bruce Kirkaldy	9	2	0	47	NA	8.58	NA
Sheldon Ryland II	7	4	0	39	NA	1.45	NA
Herman Frettlahr	7	1	0	36	NA	9.01	NA
Paul Simonsen	6	5	0	35	NA	1.04	NA
Matt Romey	6	3	0	33	NA	1.56	NA
Rich Mosher	4	13	0	33	6	-10.43	6
Steve Svare	4	12	0	32	NA	-7.03	NA
Fred Timm	5	5	0	30	NA	1	NA
Cloyde Angell	5	4	0	29	NA	1.05	NA
Charles Hammond	4	6	0	26	NA	-1.2	NA
Chas Argent	4	6	0	26	NA	-1.2	NA
Dan Plachta	5	1	0	26	NA	3.46	NA
Scott Thompson	4	6	0	26	NA	-1.2	NA
Eric Johnson	4	5	0	25	NA	-1.06	NA
Rob Stai	4	5	0	25	NA	-1.06	NA
Bob Smith	4	3	0	23	NA	1.06	NA
Jim Aikens	3	3	0	18	NA	1	NA
Mike Sengottaiyan	3	2	0	17	NA	1.08	NA
Dave Reinking	2	6	0	16	NA	-2.47	NA
David Nicholas	2	5	0	15	NA	-1.76	NA
Francis Hardiman	3	0	0	15	NA	3.68	NA
Gene Riemenschneider	2	4	0	14	NA	-1.33	NA
David Rosner	2	3	0	13	NA	-1.09	NA
Eric Morton	2	3	0	13	NA	-1.09	NA
Steve Treatman	2	3	0	13	NA	-1.09	NA
Kevin Ryan	2	1	0	11	NA	1.21	NA
Chris Castellana	1	4	0	9	NA	-2.28	NA
Rob St. Clair	1	3	0	8	NA	-1.59	NA
Sean Geraghty	1	3	0	8	NA	-1.59	NA
John Knowles	1	2	0	7	NA	-1.22	NA
Ronald Fajarit	1	2	0	7	NA	-1.22	NA
Roger Petronzio	0	6	0	6	NA	-20.85	NA
Don Petros	0	2	0	2	NA	-2.26	NA
Stance Nixon	0	2	0	2	NA	-2.26	NA
David Myers	0	1	0	1	NA	-1.74	NA
David Sessions	0	1	0	1	NA	-1.74	NA
Mario Goldgorin	0	1	0	1	NA	-1.74	NA
Brian Abela	0	0	0	0	NA	1	NA
Dave Coleman	0	0	0	0	NA	1	NA
Ed Zeman	0	0	0	0	NA	1	NA
Eric Walters	0	0	0	0	NA	1	NA
Matt Evans	0	0	0	0	NA	1	NA
Nadir El-Farra	0	0	0	0	NA	1	NA
Steve Dethlefsen	0	0	0	0	NA	1	NA

Challenge Cup rules are posted at socalasl.com. You can also contact our Challenge Cup Coordinator, Matt Romey, with any questions: ChallengeCup@socalasl.com

Did you Know?

By Sean Geraghty

We all use the word freely, but did you ever stop to wonder where it came from and what it really means?

ber-serk (bʔr-sûrk)

adjective

1. Destructively or frenetically violent: *a berserk worker who started smashing all the windows.*
2. Mentally or emotionally upset; deranged: *berserk with grief.*
3. Informal. Unrestrained, as with enthusiasm or appetite; wild: *berserk over chocolates.*

noun

1. One that is violent, upset, or unrestrained.
2. A berserker.

Word History: When we say that we are going berserk, we may not realize how extreme a state this might be. Our adjective comes from the noun *berserker*, or *berserk*, which is from the Old Norse word *berserkr*, "a wild warrior or champion." Such warriors wore hides of bears, which explains the probable origin of *berserkr* as a compound of **bera*, "bear," and *serkr*, "shirt, coat." These *berserkers* became frenzied in battle, howling like animals, foaming at the mouth, and biting the edges of their iron shields. *Berserker* is first recorded in English in the early 19th century, long after these wild warriors ceased to exist.



Upcoming Events...

01/31/01: West Coast Melee V (1/31-2/3)
04/03/02: **Hit The Beach!** Volume 7, Number 2
04/20/02: North-South Melee: Spring Challenge

ASL Challenge Solution!

By Matt Romey

To win the U.S. needs to gain Control of one building and swing the CVP count to his favor by 4CVPs. Controlling the one building seems easy, as T8 is ripe for the picking after the German squad broke from a FPF shot at the berserker. But, of course, the U.S. needs a *Good Order* armed MMC in T8 in order to Control the building. Since the berserker is not *Good Order*, we have to make sure a *Good Order*, unbroken, unpinned MMC ends up adjacent to T8 in the APh.

Gaining the 4CVPs is much trickier. The key to solving this puzzle is a good knowledge of the route rules. The stack in T9 (247wHS pris, ?8-0) looks like a 4CVP swing. Kill the German leader and squad and release your half squad, without taking casualties, and there's your 4CVPs. Unfortunately, that is a very low odds proposition, especially with the Concealed leader. Add this to the fact that, unless you prevent them from doing so, the whole stack can voluntarily break and route away.

No, the biggest liability for the German is the broken squad in T8. If the U.S. can capture him without sustaining any casualties then he wins (assuming he Controls T8). How to do this? You'll see.

But first, we need to move the dudes up who will soak off some fire, hopefully:

2S5: 8-0.BAZ (44).3-3-7.BAZ (44).3-3-7 moves: bypass 2S6 to 2R6 to 2R7, bypass 2R8 (S8/R8 hexside) to 2S9

Looks risky, but it's hardly at all, because if the 247 fires in S9 you win (unless he Casualty Reduces a HS, pretty unlikely). Even if he breaks both MMC, you can still try to move the 337 in R8 to S8 or S9 with little risk of not capturing the T8 building.

But, assuming he's smart and doesn't fire the 247, you then CX the 337 in R8:

2R8: CX.3-3-7 moves: to 2R9 to 4P10 to 4O10 to 4N9 to 4M10

This is the biggest risk of the turn, because if he rolls hot he's got another 1CVP and you could be toast. Nevertheless, if he makes it then you are styling. Now, if the 337 breaks, don't worry, because you still have a lock on it. Now the 7-0 can move, and with almost certain impunity:

CX.7-0 moves: to 2Q9 to 2Q10 to 4Q10 to 4P9 to 4O9, bypass N9 to 4M10

Notice how he avoids every hex there could be residual in, except N9, which probably won't have it anyway because why would the German 247 have fired at the 337 in a non-OG hex? And, he never is Adjacent to the 247, so he can't SFF either. He's in M10 scott-free. (Now, an argument could probably be made to move the leader first and let the HS off scott-free, as the leader may wound on a K/2 result. That may be, I haven't crunched the math.)

So what does all this do for the U.S. player? Well, I'll show you:

RtPh: 2W6: 7-4-7 voluntarily breaks; Low Crawls to 2W5 (towards 2X4).

Now, the broken German squad in T8 has no options. He must route out of his hex but he can't move towards W5. His only option is U9. But he has to keep routing because he is still adjacent to the berserker, so where does he go? U10, where he will be taken prisoner by the 337 or 7-0.

Advance into T8 in the APh, and you've gotten your building and your 4CVP swing.

I've already gone over many of the German's options, but his only legitimate other option is to try to pound W6 in the DFPh from W7 and Z9 (X8 LOS is blocked). It is not enough to break the 747, he must be Casualty Reduced to gain another CVP. Pretty low odds, but possible. Even if he does this in the DFPh, however, the U.S. still has a chance to get another CVP in CC in T9.

If anyone has other observations or if I overlooked anything, please bring it up on the List!

The Southern California ASL Club

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Credits

Frank, Richard B., Guadalcanal: The Definitive Account of the Landmark Battle, Random House, Inc., 1990.

Thanks to Rodney Kinney for the use of VASL map/counter images. ASL and all its components are copyrighted and trademarked by Hasbro.

KHAM SIN

ASL 37

Pz III H	50	ID:	Marder III (t) H	75L	ID:	Pz IV F1	75*	ID:
MP (Full-Track): 13	AF	H T	MP (Full-Track): 14	AF	H T	MP (Full-Track): 14	AF	H T
Size Mod: +0	Front	6 4	Size Mod: +0	Front	4 3	Size Mod: +0	Front	6 6
Turret: T	S/Rear	3 4	Turret: OT-NT	S/Rear	1 1*	Turret: T	S/Rear	3 4
MA: A5, sD7 T 50	ROF:2		MA: A6, HE7, s7, sD6 T 75L B(11)	ROF:1		MA: AP7, H6, s9, sD7 T 75*	ROF:1	
SA:			SA:			SA:		
AP TK: 11, HE TK: 6, APCR: 14			AP TK: 17, HE TK: 7, APCR: 17			AP TK: 10, HE TK: 7, HEAT: 13		
MGs: (B/C/AA/R)	3 / 5 / -		MGs: (B/C/AA/R)	4 / - / -		MGs: (B/C/AA/R)	3 / 5 / -	
Notes: GP: N	CS: 6		Notes: GP: L	CS: 4		Notes: GP: N	CS: 6	
			*T: Rear turret facing is unarmored. E: ESB modifier is +0 due to Czech chassis.					

Pz II F	20L	ID:
MP (Full-Track): 14	AF	H T
Size Mod: +1	Front	3 3
Turret: RST	S/Rear	1 1
MA: IFE (4), sD7 T 20L B11	ROF:2	
SA:		
AP TK: 6, HE TK: 3		
MGs: (B/C/AA/R)	- / 5 / -	
Notes: GP: L	CS: 3	
Multiple Hits on Doubles TH DR.		

SPW 251/1	ID:
MP (Half-Track): 16	AF
Size Mod: +1	Front
Turret: OT	S/Rear
MA: AAMG	ROF:1
SA:	
AP TK: 4	
MGs: (B/C/AA/R)	- / - / 3
Notes: GP: N 15PP/T7	CS: 5

40L AT (2 Pdr)
Gunshield: Yes
Size Mod: +1
M#: 10
Turret: T
MA: T 40L
(AP Only) ROF: 3
AP TK: 10
Notes:
Multiple Hits on Doubles TH DR.
While limbered: MA:NT, ROF 2, B11. Use 40 for TH# and 40L for TK#.

Grant (a)	ID:
MP (Full-Track): 13	AF
Size Mod: -1	Front
Turret: T/NT	S/Rear
MA: (AP Only) sM8 T 37LL B11	ROF:1
SA: s8 B 75 B11	ROF:1
37AP TK: 11, 75AP TK: 14, 75HE TK: 7	
MGs: (B/C/AA/R)	2 / 4 / -
Notes: GP: N	CS: 6
Gun which fires 1st may claim ROF. Other cannot. Gun which fires 1st may use AL benefit. Other cannot. B11 applies separately to MA and SA. BMG is +1 on IFT vs moving/motion targets. 37LL: Multiple Hits on Doubles TH DR. A: Use RED TH numbers. Treat as American for ESB/ Hammada Immob./Scrounging/Removal/Sand Bog.	

Crusader II	40L	ID:
MP (Full-Track): 15	AF	H T
Size Mod: +1	Front	4 6
Turret: T	S/Rear	3 4
MA: sM8 T 40L AP Only	ROF:2	
SA:		
AP TK: 10		
MGs: (B/C/AA/R)	- / 4 / -	
Notes: GP: N	CS: 4	
Multiple Hits on Doubles TH DR.		

Stuart I (a)	37LL	ID:
MP (Full-Track): 18	AF	H T
Size Mod: +0	Front	4 4
Turret: ST	S/Rear	3 4
MA: sD5 T 37LL AP Only	ROF:1	
SA:		
AP TK: 11		
MGs: (B/C/AA/R)	2 / 4 / 2	
Notes: GP: N	CS: 4	
Multiple Hits on Doubles TH DR. A: Use RED TH numbers. Treat as American for ESB/ Hammada Immob./Scrounging/Removal/Sand Bog.		